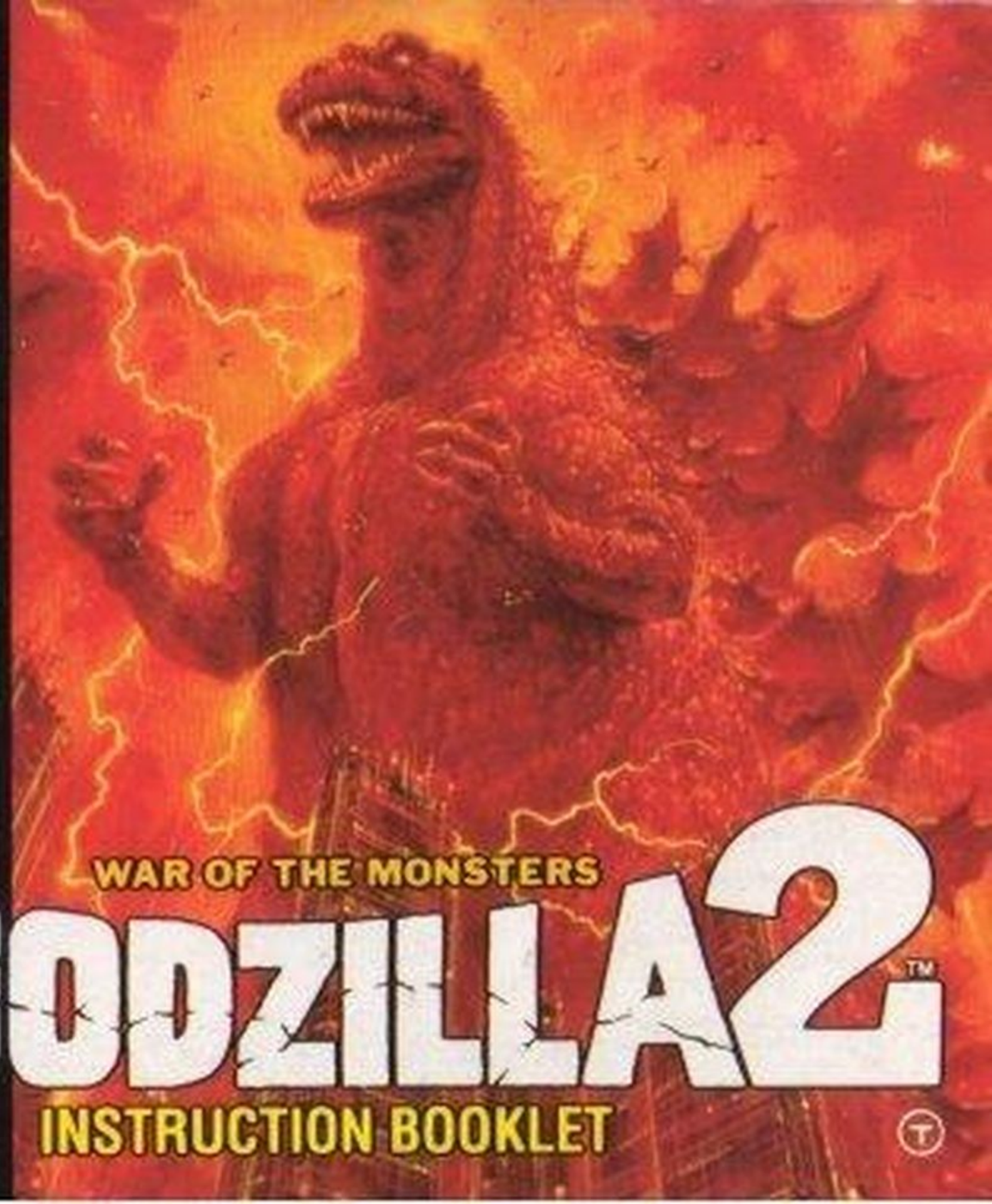
TOHO CO., LTD.



WAR OF THE MONSTERS

GODZILLA 2™

INSTRUCTION BOOKLET

NES-7Z-USA

GODZILLA 2™

© 1991 TOHO COMPANY, LTD.

Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

LICENSED BY NINTENDO®
FOR PLAY ON THE
Nintendo
ENTERTAINMENT SYSTEM®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM.

TOHO CO., LTD.

GODZILLA 2™ is a trademark of TOHO CO., LTD.
GODZILLA® is a registered trademark of TOHO CO., LTD.
© 1991 TOHO COMPANY, LTD.

ADVISORY ● READ BEFORE USING YOUR NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

WARNING ● DO NOT USE WITH FRONT OR REAR PROJECTION TV-

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

1. The Godzilla2™ Story

In the near future, the destruction of nature by mankind had resulted in grave consequences. Now nature has begun to take it's revenge!

Monsters have begun to appear everywhere. Factories are being destroyed and cities are burning...

In addition, aliens from space that were targeting earth from before, have added to the chaos by beginning their invasion!

In response, mankind decided in an international meeting, to initiate an allied defense force that had no national borders.

You, as the commander in chief of the ALLIED DEFENSE FORCES, must destroy the monsters with the advice from your scientists!

You must win this WAR OF THE MONSTERS!

2. Game Description

This game is a simulation of the battle between monsters like Godzilla and the various units that make up the ALLIED DEFENSE FORCES.
The player must move, issue orders to the ALLIED DEFENSE FORCES and use newly developed weapons to eliminate all the monsters.

There are 12 independent scenarios in this game. You may start the game with any scenario.
The scenarios are made up of different maps, monsters, and weapons.

After you choose a scenario, the scenario map will be shown on the screen, the starting units will be placed, and the game will begin.
It will be the ALLIED DEFENSE FORCES' (the player's) turn to move first.
The players must move the square blue cursor and select the unit or base to issue orders to.
Only one unit can be moved at a time. After movement of one unit is completed, the next unit may be moved.

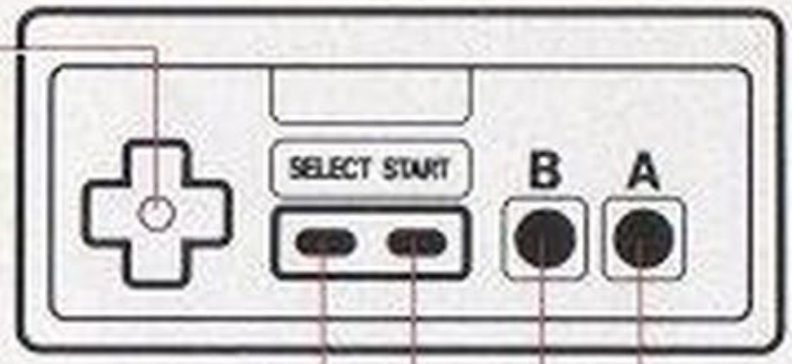
When movement for all units have been completed, you should end the turn. There is no need to move all the units. You may end the turn without moving the units that you do not wish to move.

When the player's turn has ended, it will be the monster's turn. The computer will move the monsters and attack. When all monster movements have ended, the monsters turn will end and it will be the player's turn again.

In this way, the game proceeds by alternating the player's and monster's turns.

The player wins if all of the monsters are eliminated.
If the monsters eliminate all of the player's units or destroy a vital point (a Nuclear Power Plant or the International Conference Center), the player loses.

3. Using the Controller



The Control Pad ✤

- Moves the cursor up, down, left or right on the map screen.
- Moves the cursor in the menu up or down and displays the selectable item.

The SELECT button

- Not used.

The START button

- Changes the screen from the title screen to the scenario selection screen and starts the game.

The B button

- Used mainly to cancel operations during the game.

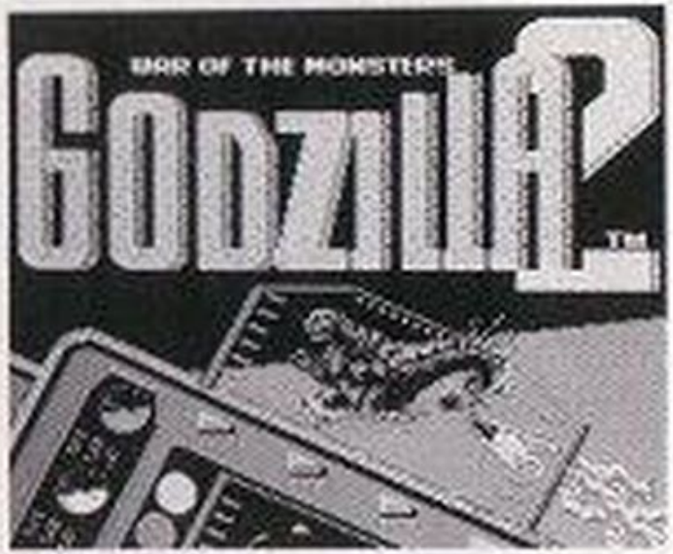
The A button

- Used mainly to select operations during the game.
- When pressed while in the map screen the main window will appear.
- This will select the item or operations chosen with the cursor.

4. Getting Started

Starting Up

When the power is turned on, the Demo screen and then the title screen will be displayed. If no button or key is pressed, the Demo screen will be displayed over again.
If the START button is pressed, the screen will proceed to the scenario selection screen.



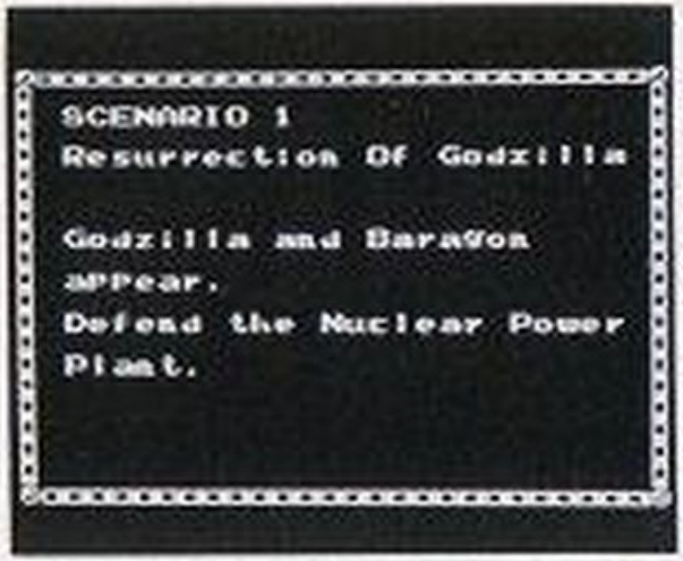
Scenario Selection Screen

Press the Control Pad ✚ either up or down and choose a scenario. Move the cursor to the scenario you wish to play. Pressing the A button will start the game.
The scenario display is on 2 pages. You can switch between scenarios 1-6 and 7-12 by moving the cursor.

Starting the Game

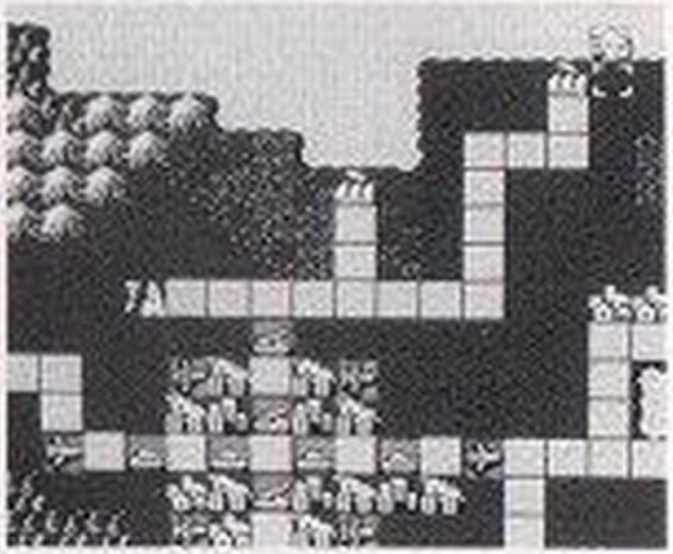
After you have selected the scenario you wish to play, press the A button.

A description of the scenario will be shown and the game will then proceed to the map mode. The game is divided into two parts, the map mode and the battle mode.



5. The Map Mode

When a scenario is selected...



The map screen will be displayed and the game will begin. The ALLIED DEFENSE FORCES units and the MONSTER units distributed on the map beforehand will be automatically shown one at a time.

The ALLIED DEFENSE FORCES units are displayed in blue and the MONSTER units in red. Once a unit has completed moving, it's color will fade.

Study the situation of the cities, the position of the monsters and issue the proper orders to the ALLIED DEFENSE FORCES.

At times, a monster unit may be shown along with the letter "F".

This means that the monster is currently flying and you should note that this should effect what

weapon you choose for the ALLIED DEFENSE FORCES.

The Main Window

If the A or B button is pressed while in the map screen when the cursor is not on any units or when the B button is pressed when the cursor is on one of your units, the menu at right will be shown on the main window.

LIST
MOVE TO
SCIENTIST
MUSIC
STATUS
END TURN

[Description of the Commands]

LIST: A list of all units on the map will be shown. If there is a unit that you wish to issue orders to on the list, selecting that unit will move the cursor to that unit.

MOVE TO: Air Bases, Army Bases and other important locations on the map will be listed. Choosing one from the list will move the cursor to that location as in the LIST command above.

SCIENTIST: Selecting this command will display the names of 3 scientists. When you choose a name from this list, the screen will change and the scientist will give you some valuable information.

MUSIC: This will turn the BGM (background music) ON or OFF.

STATUS: A list of all the units will be shown. Choosing a unit from this list will show you the condition, LP (Life points), DP (Defense Points), and MP (Movement Points) of that unit.

END TURN: Use this command when you are finished with your attack and battle action. After choosing this command, the monster's turn will begin.

The ALLIED DEFENSE FORCE commands.

Move the cursor to your unit (weapons shown in blue) and press the A button.

MOVE

STATUS

The 2 commands above will be shown in the window.

If you wish to move the unit, choose the MOVE command. Move the cursor in the window to "MOVE" and press the A button.

The window will disappear and the unit selected with the cursor will move up, down, left or right with the Control Pad ✚.

The STATUS command will show the current condition of the units.

The unit's name, current and maximum values for it's LP, DP, MP will be shown.

If a trailer unit has another unit loaded, that unit's name will be shown also.

[LP, DP, MP]

LP This represents your Life Points.

When this value becomes 0, the unit is destroyed and disappears.

DP This represents your Defense Points.

The larger this value is, the less damage you take when you are attacked.

MP This represents your Movement Points.

The amount of MP used differs according to the type of terrain you are moving on. The number of MP used is shown on the following chart.

MP use for ALLIED DEFENSE FORCES

	Flat-lands	Mountains	Roads Bridges	Towns·Trees·Forests	Vital Point	Water	Waste lands
Tanks/Anti-Aircraft gun	1	3	1	2	2	×	×
Missile/Trailer (UNLOADED)	1	×	1	2	2	×	×
Trailer (LOADED)	2	×	1	2	2	×	×
Freezer/Maser	2	×	1	3	3	×	×
PART/Radar Car	1	×	1	1	2	×	×
Atomic Bomb	1	×	1	1	2	×	×
Destroyer	×	×	1	×	×	1	×
Flying Unit	1	1	1	1	1	1	1

All ALLIED DEFENSE FORCE UNITS, including flying types, cannot cross volcanoes.
If you move your unit to a square where a monster unit exists, the following commands will be shown.

ATTACK
STAND BY

If you wish to fight the monster, choose ATTACK. The screen will switch to the battle mode and the battle will begin. (Please see page 21 for more on the battle mode).
If you do not want to fight, select STAND BY.
The other commands are explain below:
The commands below can be used only once, either before or after the unit moves.

LOAD
UNLOAD
DEPLOY
DELIVER
SEARCH

The commands above may be shown at times.

The LOAD command is used to LOAD units on to trailers. When the trailer is in contact with your unit on the map, setting the cursor to the trailer and pressing the A button will load the unit into the trailer.

The UNLOAD command is the opposite of LOAD and is used to get units off of the trailer.

The DEPLOY command is an option only usable for the Destroyer and Atomic Bomb (A-BOMB)

This command will be displayed when you select the Destroyer or A-BOMB. However, this command will be displayed only when the conditions allow it to be usable.

The A-BOMB is a "Doomsday" weapon and the game will end when you use this command. You cannot cancel this command. Use this weapon to lure Godzilla to where you want Godzilla to be.

The Destroyer can only be used if Godzilla is within 5 squares of it and both are in the water. If you are able to meet the conditions to use this command, you will able to make Godzilla disappear in an instant. This command cannot be canceled once selected.

The DELIVER command can be only used with the PART SY-3.
This command will be shown when the SY-3 PART is selected.
By moving onto the same place where the space center located and choosing this command, you will be able to bring PART into the space center. If you bring 3 PARTs into the space center, construction will begin after several turns and the ultimate weapon, MOONLIGHT SY-3 will appear. This command cannot be canceled once selected.
The SEARCH command can be only used by the radar car. This discovers any units hiding underground.
When this command is executed, the radar car will operate it's radar and search the underground near it.
If there is anything hiding, it will be displayed on the map. However, if there is anything (including the radar car) right above the unit hiding, the radar will not be able to find that unit.

Units that can be hiding are Mothra's egg and Baragon. If you discover Mothra's egg, Mothra will appear on the map after a few turns. Mothra will appear blue in color and is moved like other ALLIED DEFENSE FORCES by the player.

Baragon is an enemy monster. Baragon will tunnel and move while underground and unexpectedly attack the ALLIED DEFENSE FORCES. When Baragon is underground, you will not know where he is moving to and you will not be able to attack it. Use the radar car frequently and try to discover where Baragon is hiding.

By using the radar car, you can weaken Ghidora. This monster warps around in order to move and cannot be attacked collectively. However, by using the radar, you can temporarily stop it from warping. This command cannot be canceled once selected.

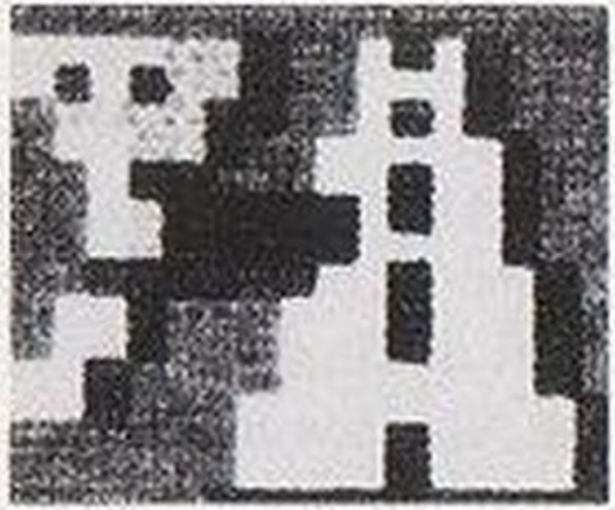
Vital Points on the Map

There are several vital points on the map.

You can use the command "MOVE TO" in order to check the positions of the vital points. These vital points can mean defeat, prevent you from re-supplying, and hamper your victory if destroyed.

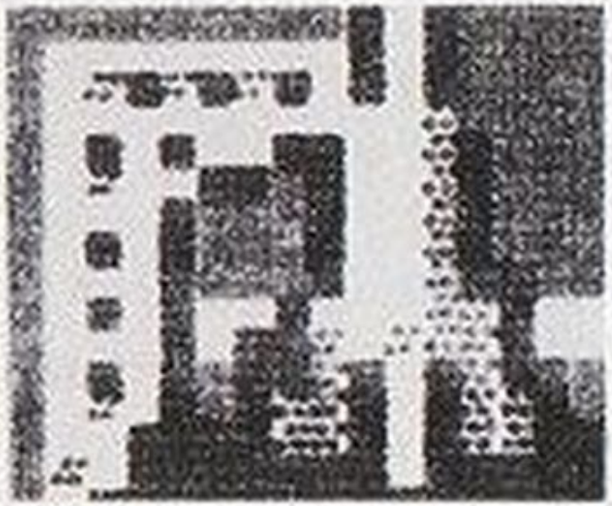
The vital points are as follows.

Army Base

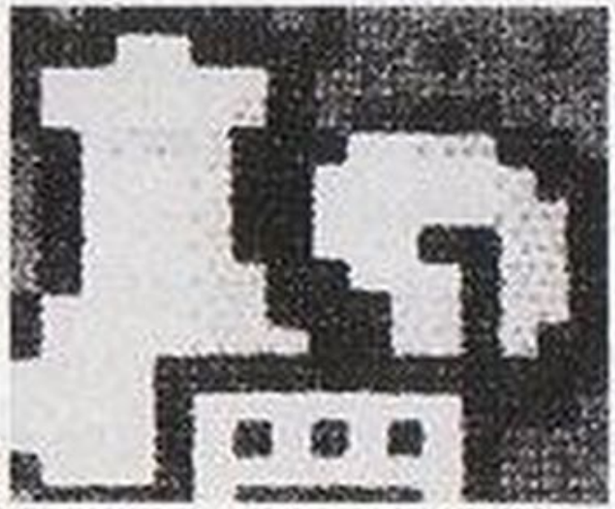


Air Base

International Conference Center (CONFERENCE)



Space Center (S-CENTER)



Nuclear Power Plant (NUKE)

Laboratory (LAB)

Look at monster unit's status.

Moving the cursor to the monster unit and pressing the A button will open the status display window and the monsters condition will be displayed.

Supplying

After the monster's turn ends, all units will automatically be re-supplied.

However, Allied units can be supplied only when on a base or city. The amount supplied will be greater when the unit is on a base, and cities can supply the unit with only a small amount. When Allied forces are attacked by monster units, the DP and MP are not effected and therefore only the LP will be replenished.

Allied Defense Forces cannot be resupplied at LAB or S-CENTER.

Monster units will regain LP, DP, and MP anywhere on the map. The amount the monster regains depends upon various conditions.

After the resupply phase ends, it will be the player's turn.

Look at the space center comments

When playing the scenario with the space center (S-CENTER), if the cursor is set on the space center and the A button is pressed, the screen will switch over and comments from the staff in the space center can be seen.

Ready launch of Allied units in base

When the cursor is placed on either an Air Base or Army Base in a scenario that features these bases and the A button is pressed, a list of units in that base will be displayed. Pressing the B button will cancel this command.

Move the cursor to the units that you wish to launch with the Control Pad ✚ and press the A button to launch that unit.

The unit you've selected will now be launched. The unit that was readied to be launched will appear on the base at the beginning of the following turn and be included in the battle.

If there are no units remaining in the base, "NONE" will be displayed and if any button is pressed the window will close. You can't cancel the execution of launch order.

Within one turn, you can launch the multiple units which stand by in a base.

At the beginning of next turn, the unit which received the launch order will appear above a base. If there are other units above the base, the unit in the base will not be able to exit. If you launch multiple units in one base, only one unit per turn will appear.

If you issue the launch order to all the units in the base, "NONE" will be displayed when you press A button with cursor set on that base, even if some units have not lanched. Push any button, and the window will close.

Launching a special unit from the Laboratory

When you choose LAB, a number will appear on the right of the list that is being displayed. This number is the number of turns before the unit appears on the screen after it is readied. The unit will not appear on the screen and not be included in battle until this number of turns have passed.

The other operations are the same as launching the ALLIED DEFENCE FORCES unit.

After you have issued all your orders to your units, the player's turn will end and the computer's (monster's) turn will begin. The game proceeds in this manner with the player and the computer alternating in taking turns moving their units.

6. The Battle Mode

The battle screen is divided into 3 sections.

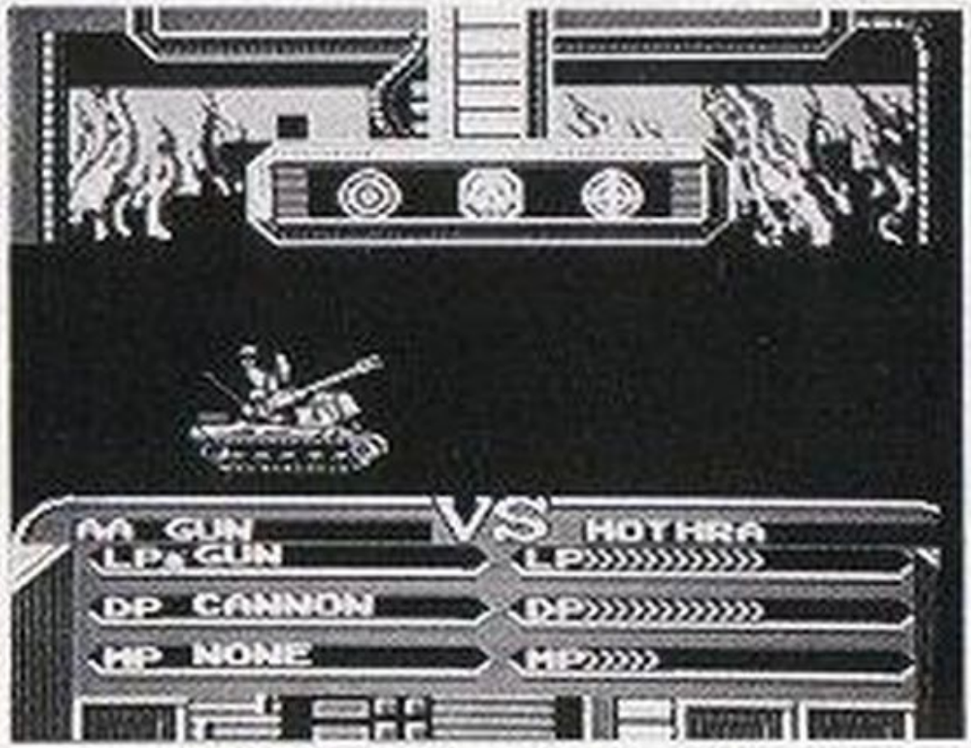
The very bottom screen shows your unit's and your enemy's life points (LP), defense points (DP) and movement points (MP).

On the bottom left of the screen, the weapons you can use are shown. Use the Control Pad ✚ and the A button to select the weapon you wish to attack with.

The middle section is where the battle actually takes place and in this horizontally scrolling area, the battle is shown through animated action.

The very top of the screen is like a slot machine. Use the A button to stop the 3 slots.

When 2 or more of the slots match, it will effect either your unit or the monster's units in various ways. The effects are shown below.



[Description of slots]

Blue Heart: Increases the player's offensive power.

Red Heart: Increases the monster's offensive power.

Blue Shield: Increases the player's defensive power.

Red Shield: Increases the monster's defensive power.

Blue Target: Increases the player's percentage of hit.

Red Target: Increases the monster's percentage of hit.

JP Mark: Increases one of the 3 items above for the player.

Skull Mark: Increases one of the 3 items above for the monster.

When the same symbols are shown in all 3 windows, (regardless of color), all of the 3 items above increase for the player.

[Results of Battle]

If you receive damage as the result of battle, the ALLIED DEFENSE FORCE units will lose LP while monster units will lose LP, DP, and MP.

If either the Allied unit or monster unit LP value becomes 0, that unit will be destroyed and be removed from the map.

7. Winning the Game

The game is won by the player if the Allied units completely eliminate the monster units. On the other hand if the monster units eliminate the Allied units, this will mean defeat for the player.

Additionally, the Nuclear Power Plant (scenario 1) and the International Conference Center (scenario 10) are vital points and if they are destroyed by the monster units, that will mean the defeat of the player at that instant.

The player must defeat the monster units at the end of 99 turns. If the player cannot do this, it will mean the player's defeat.

8. The Allied Defense Forces

FIGHTER ● Effective against airborne monsters.

GUN: Is highly accurate but does little damage

MISSILE: Is less accurate than the GUN but renders much more damage.

ATTACKER ● Used for ground attacks

GUN/MISSILE: Same as for the FIGHTER but is less effective against airborne monsters.

BOMB: Is very effective against land based enemies but is ineffective against airborne enemies.

SUPER-X2 ● Weapon newly developed to be used against monsters

LASER: A very effective and accurate weapon that also renders much damage.

MISSILE: The accuracy is a little less than the laser but renders more damage.

REFLECTOR: Used to reflect the enemies beam attacks. Reflecting back the attackers beam can result in damage to the enemy. This weapon can be used only when the enemy attacks. Enemies that attack with beams are Godzilla, Baragon, Ghidora, and UFO.

TANK ● A very effective weapon against land enemies.

CANNON: Very accurate against land enemies but not with airborne enemies. If the target is hit, it will deliver more damage than the GUN.

MISSILE ● A truck which carries the newest large scale missile.

MISSILE: Is accurate either for land or airborne enemies and can deliver more damage than the CANNON.

AA GUN ● A truck that carries an Anti-Aircraft Gun.

Highly accurate and effective against airborne enemies, however it is less effective against land based enemies than the TANK.

FREEZER ● A weapon newly developed in the LABORATORY.

BEAM: It's accuracy is low, however if it manages to hit a monster, the monster will not be able to move for 2 to 5 turns.

Ghidora is not affected by this weapon.

MASER ● A newly developed anti-monster weapon.

MASER BEAM: Highly accurate against land based monsters but ineffective against airborne monsters. It's destructive power is very strong and is especially effective against Mothra's larva.

SY-3 ● The ultimate weapon fired from the Space Center.

LASER: Very accurate and more powerful than SUPER-X2.

MISSILE: It's accuracy is below the LASER, however it's power exceeds the LASER.

RADAR CAR ● A vehicle equipped with a RADAR and can discover Baragon and Mothra's egg, hidden underground. It can also freeze Ghidora for several turns.

TRAILER ● This vehicle can carry units with low MP and move at high speeds. Also the trailer can carry the ATOMIC BOMB and is useful in attracting Godzilla.

PART ● This is a part from the SY-3 and there are 3 of them. When all parts are shipped to the Space Center, building of the SY-3 can begin.

ATOMIC BOMB ● This has the power to attract Godzilla, however it must never be activated.

DESTROYER ● This is a special Weapon used in the water. It can make Godzilla disappear in an instant. Details on it's use are given by the scienitst

9. The Monsters

GODZILLA: Along with punching and kicking, it can shoot a beam. It's accuracy is high and destructive power great.

MOTHRA(mature): Attacks with head butts and flapping wings. A point to be noted is it's attack with the poisonous powder from it's wings. If this attack is used, it is highly accurate and powerful, however it weakens Mothra to the point that it almost dies.

MOTHRA(larva): In addition to ramming and biting, it can shoot out string. The effect of this string is similar to that of the freezer weapon that the Allied forces use, in that it prevents it's enemy from moving.

RODAN: It releases ultrasonic waves from it's mouth. It is very accurate in hitting air borne Allied units.

GHIDORA: In addition to using it's wings, it can release different beams from it's 3 heads.

HEDORA: It shoots out sludge or poisonous gas from it's mouth. It is highly accurate against units on the ground.

BARAGON: It attacks by butting and kicking and can also launch a beam from it's horn.

UFO: It has a highly accurate beam. The UFO that can be found in scenario 11 has a beam powerful enough to go through the reflector of the SUPER-X2.

10. Strategic Key Points on How to Become a Superb Commander

Let us tell you some ways to plan sound strategies as the appointed commander in chief of the ALLIED DEFENSE FORCES.

Also for those of you who can't seem to defeat the monsters no matter how many times you try, you will be able to draw up a super strategy by reading this.

Here is to your success!

(1) **Always resupply.**

Allied forces units can resupply at Army bases and Air bases. Whenever a unit has received some damage, you should quickly return to a base and resupply. No matter how powerful a weapon you may have, if you don't resupply when you are damaged, you will be easily defeated. Also you can be resupplied at cities although the amount resupplied is small.

(2) **Resupply can be done at any base.**

All Allied units can resupply at any base no matter if it is an Army base or Air base. In other words, airplanes can resupply at Army bases and tanks can resupply at Air bases. The exception is that the Space Center cannot resupply units. The SY-3 should resupply at either an Army base or Air base.

(3) **Always listen to the scientist's advice.**

Within the advice of the scientist is the key point for victory in that scenario.

(4) **Concentrate your forces when attacking**

Sending a lone unit to attack will surely mean it's defeat. Build up your attack forces and when the chance comes around make a concentrated effort when attacking.

(5) **Choose the proper unit and weapon for your opponent**

Use the AA GUN for airborne enemies and the ATTACKER for land based ones. Choose the proper unit to fight your opponent. Additionally, choose the proper weapon, and consider the accuracy before deciding.

(6) **Think carefully before launching from a base**

Units stored in bases can be launched all at once. However, you should consider how the battle is going and decide on your launch order and you will be able to initiate an effective concentrated effort.

(7) **Bridges are very important**

Tanks and other vehicles cannot cross rivers without bridges. The maps all have a little bit of different characteristics, however it will be almost always necessary to protect bridges in order to have your vehicles cross them.

(8) **Pay attention to the terrain when moving**

For example, roads allow you to move more for your MP value than forests. In other words using roads will allow you to move quicker. You should also note, however, that if you are attacked on roads and flat-lands, you will receive greater damage.

(9) **Use the RADAR CAR wisely**

Baragon, when underground, can only be discovered by the RADAR. Until you defeat Baragon, you must prevent your RADAR from being destroyed. If you loose track of Baragon, you may be in for a surprise attack.

(10) **Complete the SY-3 as soon as possible**

In some of the scenarios, the parts for the SY-3 are available. In these cases, you should gather the parts as soon as possible and give the completion of the SY-3 top priority.

(11) **Use the TRAILER wisely**

The TRAILER can be used to move the parts for the SY-3 and all of the Allied units can be carried by it. You should be able to use it in many different situations.

90-Day Limited Warranty TOHO Game Paks

90-Day Limited Warranty:

TOHO CO., LTD.(TOHO) warrants to the original consumer purchaser that this TOHO Game Pak("PAK") (not including the Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, TOHO will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the TOHO Consumer Service Department of the problem requiring warranty service by calling: **(310)277 1081**. Our Consumer Service Department is open from 10:00 A.M. to 5:00 P.M. Western Time, Monday through Friday.
3. If the TOHO service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packing of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to: **TOHO CO., LTD.**
   2049 Century Park East, Suite 490,
   Los Angeles, CA 90067.

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other unrelated causes to defective materials or workmanship.

Warranty Limitations:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANT ABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TOHO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The Provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

TOHO GAME COUNSELING SERVICE

If you have any question about playing the game, please call our Game Counseling Service at (708)916-7665. Our Game Counseling Service is open from 8:00AM to 7:00PM CST, Monday through Friday and 9:00AM to 5:00PM CST on Saturday.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Fedral Communications Commission helpful:

How to Identify and Resolve Radio-TV interference problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, stock No. 004-000-00345-4.

TOHO CO., LTD.

© 1991 TOHO CO., LTD.

PRINTED IN JAPAN